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SET UP PROCEDURE

1. Make sure the power switch on your control deck is in **OFF**.
2. Insert game cartridge.
3. Turn the power switch **ON** and the title page will come on.

IMPORTANT: If title page does not come on or it flashes, switch your control deck **OFF**, remove cartridge and go back to SET UP PROCEDURES STAGE 2.

PRECAUTIONS

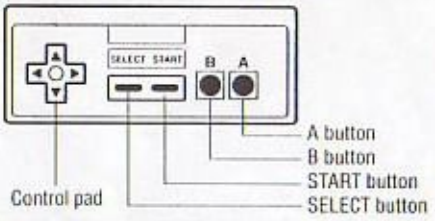
This is a state-of-the-art game cartridge with very sensitive electronic components inside.
Please use the following cautions.

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Control Deck is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device, other than the Control Pad, before beginning this game please read the appropriate instruction booklet for its correct installation into your system.

INTRODUCTION

Raid 2020 is a fight for right in a futuristic world gone wrong. You are agent Shadow, last of the elite undercover narcotics division officers. Alone and armed only with limited firepower and unlimited determination, you must put an end to the drug kingpin Pit Bull and his brainwashed servants of demise. You, Shadow, are the nation's last chance for recovery from moral collapse.

CONTROLS FUNCTIONS



CONTROL PAD

Arrow Keys - Move in the direction indicated.
START BUTTON - Starts the game. Pauses and restarts game.
SELECT BUTTON - Switches you in and out of the inventory screen
A BUTTON - Fires weapon.
Holding down **A Button** and pressing **Start:** Starts a new game from the current world.

SPECIAL OBJECTS

Gangsters and Cyborgs: Some enemies will shoot. Some carry money and narcotics.
Boats and Space Craft: Avoid enemy craft. They are relentless in their pursuit.
Money and Narcotics: Confiscate these items and turn them over to the FBI for a reward.
Boots and Mines: Boots protect you from mines.
Keys and Computer Cards: Use these to open doors.
Hearts: Every heart collected gives Shadow extra shielding.

Shadow

Pit Bull

Thug

Dealer

MAIN CHARACTERS

Shadow the Drug Buster: The last surviving paradigm of justice - protection of our nation from the clutches of crack cocaine carnage.
Pit Bull: He is an ex con from Columbia, murderer, martial arts expert, genius and kingpin of a nationwide drug operation. No one has ever come back alive after paying him a visit.

GANGSTERS

Thugs: These gun-toting maniacs carry the cash and cocaine to and from the dealers and buyers.
Dealers: Sly, persistent and tough to kill, these death distributors are a constant thorn in Shadow's side. Dealers will draw a concealed gun on Shadow.

BOATS

Shadow's Boat

Shadow's Boat:
A turbine powered speedster complete with the 2025 issue plasmaspherical cannon.

Smuggler's Boat

Drug Lord Aqua Smugglers: These speedboat driving demons will not hesitate to unload electrified missiles on Shadow as he traverses the swamp. Although not quite as fast as Shadow, they manifest their strength in numbers and persistence.

INSTRUCTIONS

CYBORGS

Get them before they get you. They make quite formidable foes, due to their convenient lack of pain receptors - Pit Bull's bright idea. Rumour has it that these cyborgs, as well as all the other enemies, are controlled by a master computer monitored by Pit Bull.

Bazooka: This cyborg unit is the first of the destructive and expendable prototypes produced by Pit Bull's factories. They sport a massive bazooka-like laser on their shoulders. They carry either drug related cash or suitcases full of an unspecified type of currency.

Handgun-HGxr6 Series: These black plated cyborgs fire from pods in their hands and must be avoided. They are lower level guards for Pit Bull's warehouse.

Antdroid: Resembling the now extinct insect, Antdroids are a feared race of antdroid that is extremely strong and durable. Bearing the PhirePhasor, these bright red cyborgs spell certain destruction for all but the best that dare to enter the warehouse.

A-Pex #72-168: This is the major drug-dealing cyborg in Pit Bull's army. Carrying cocaine and firing the lethal duo-laser from its chest, A-Pex is a force to be reckoned with. Don't let him panic you. Just keep firing at this well armoured red fury to put him out of commission.

Bazooka

Handgun

Antdroid

A-Pex

SPACE

The Buster 1 Craft: Shadow's high speed craft is used to fly to different drug hot spots across the U.S. to combat crime. The Buster 1 cruises at Mach 3 with its dual sublight thrusters and is highly manoeuverable - even while firing its sidewinder laser cannons at Mach 3.

Enemy Fighters: In these unfriendly skies, the drug lord's craft will surely try to put an early end to Shadow's journey.

Spinners: Named for the spinning upper portion of their hulls, these saucer-like craft are fast and furious and actively guard the slower moving drug ships. Their armour is strong enough to sustain them as they get in a shot or two at Shadow.

Hovercraft: Pit Bull sends these low flying ships around to various areas to guard an entrance or simply to toy with certain law enforcement agents. They can take a huge amount of damage and are only vulnerable in the cockpit region where the pilot light receiver is located.

Communications-Satellite: Pit Bull communications with his network via a PB-3000 supercomputer/communications-satellite system. Pit Bull can instantly run a deal through his networkers anywhere in the country without leaving his desk. The communications satellite may pose a problem for our wayfaring hero as it guards the entrance to the docking station over New L.A. Exercise caution when docking!

Rhino-RO2881: Nicknamed "Rhino" by the old narcotics officers of Technopolis, these slow movers carry a drug payload that could flood a moon.

Buster 1

Enemy Fighter

Hovercraft

Satellite

Meteor

Cocaine

Cash

OTHER ITEMS

Cocaine: Shadow must confiscate two pound bags of cocaine and turn them over to the F.B.I. as contraband.

Cash: Cash is picked up in quantities of 1000.

Sharks: They are rumoured to inhabit the swamp.

Suitcases: A different type of currency (valuable to some people and not so valuable to others) is carried in suitcases. Every 12 collected gives Shadow an extra life.

Armour Boots: These boots are an invaluable aid to Shadow. Special alloys used in their construction disarm the HCM's (Human Combustion Mines) if contact is made.

Key: Use this key to enter some doors.

TNT/Passcode Card: Pit Bull has devised a security system for his computer room. The PB-3000 room can only be entered through means of a special card. If Shadow can find the TNT card and properly insert it, it will allow him to reach and blow up the computer. This card is a black market item.

Bridges: Falling off is lethal. **Mines:** Certain areas are strewn with them.

Hearts: Every heart collected gives Shadow extra shielding.

Suitcase

Boot

Key

Card

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